

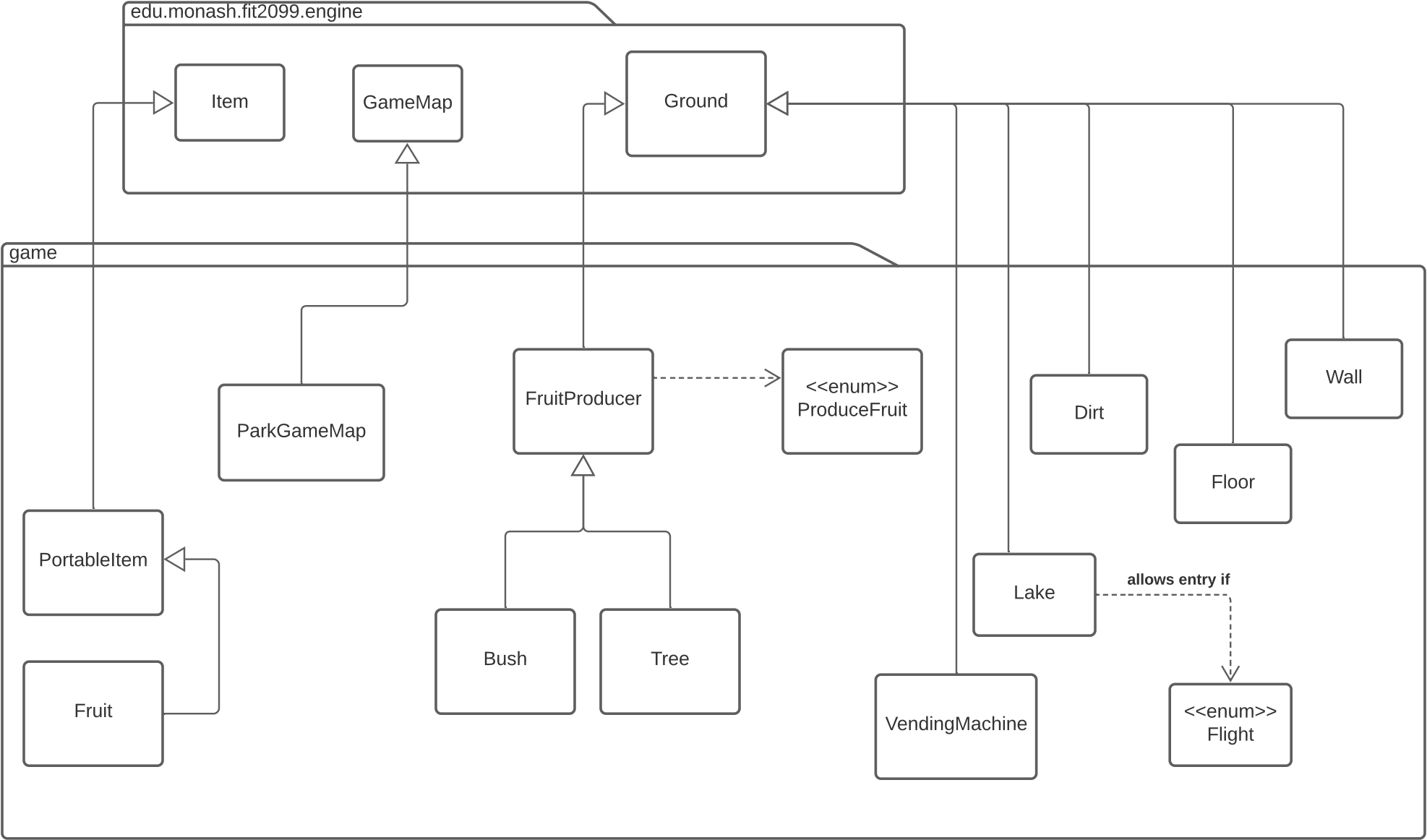
# Updated UML diagrams

## Assignment 3

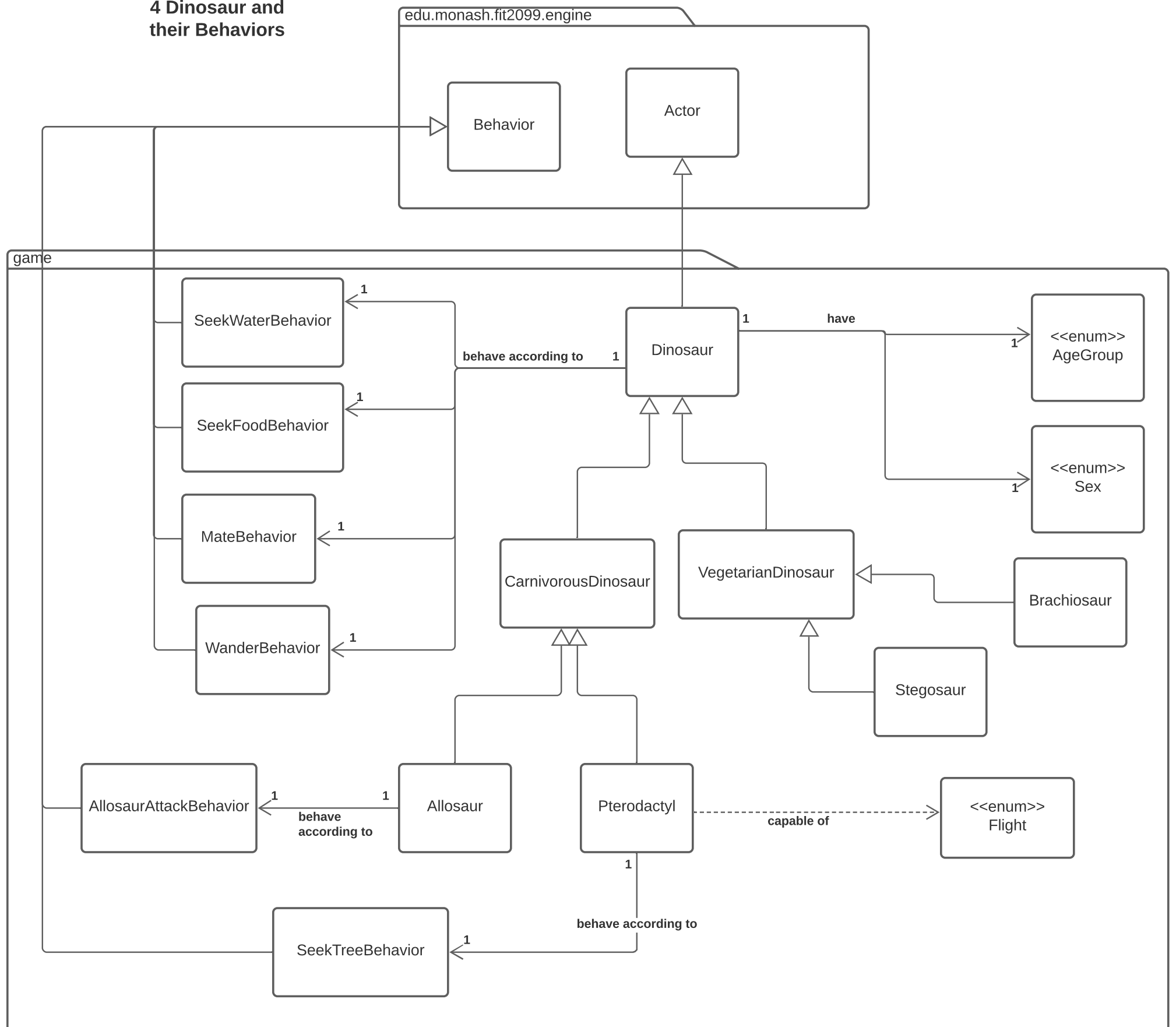
Group: Tute07Team82

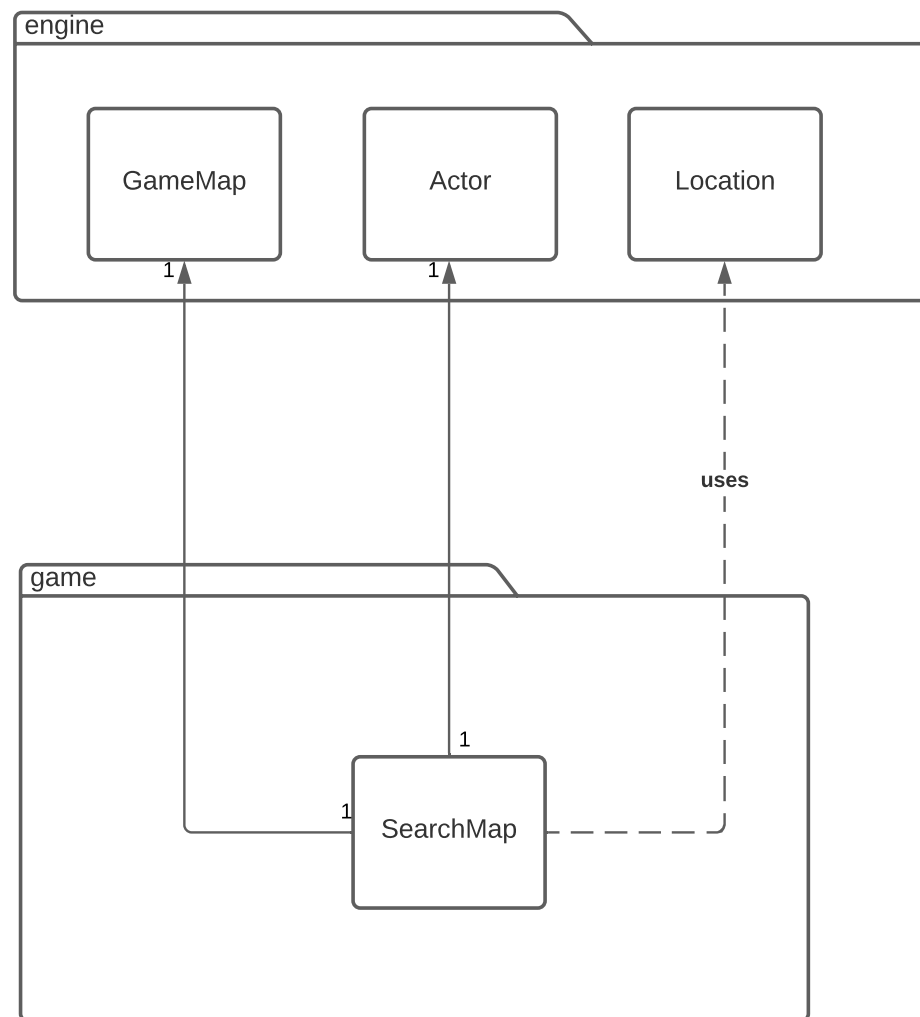
Members: Abhishek Shrestha, Amindu Kaushal Kumarasinghe

Items that populate the  
ParkGameMap - new  
GameMap

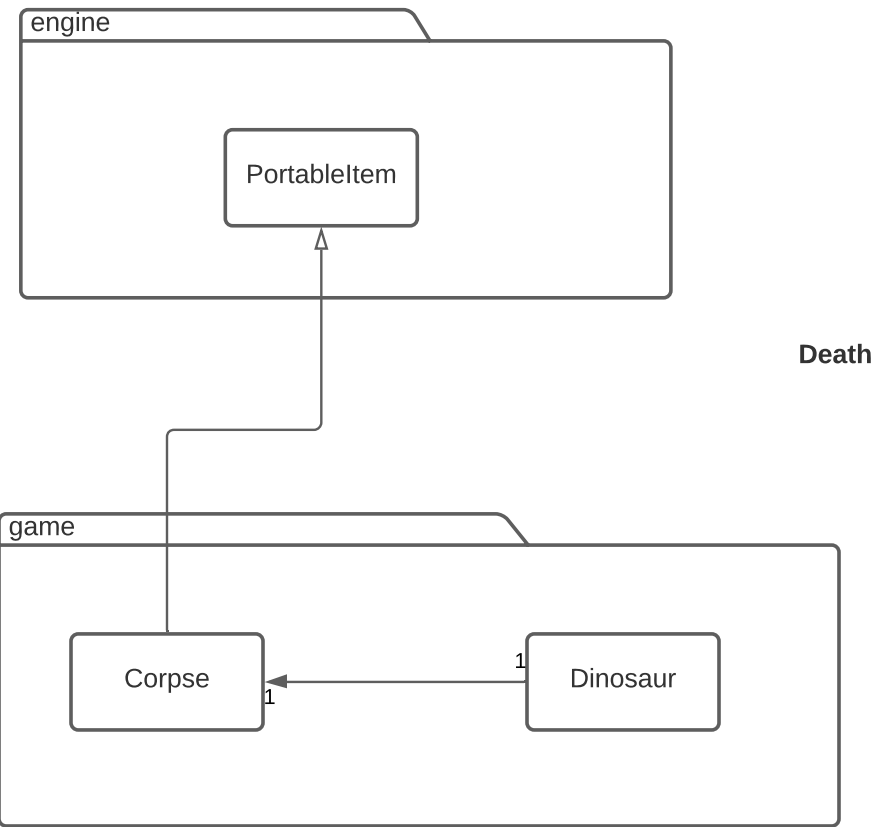


#### 4 Dinosaur and their Behaviors



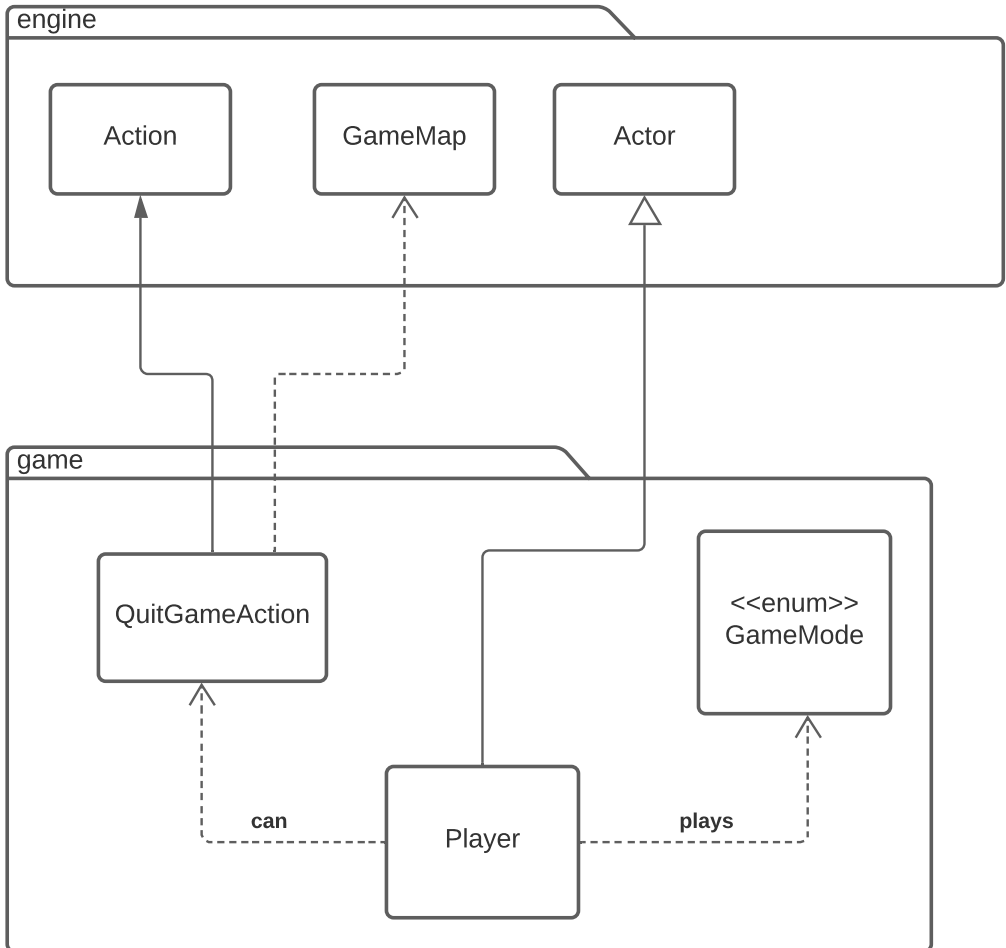


class diagram for the  
SearchMap class

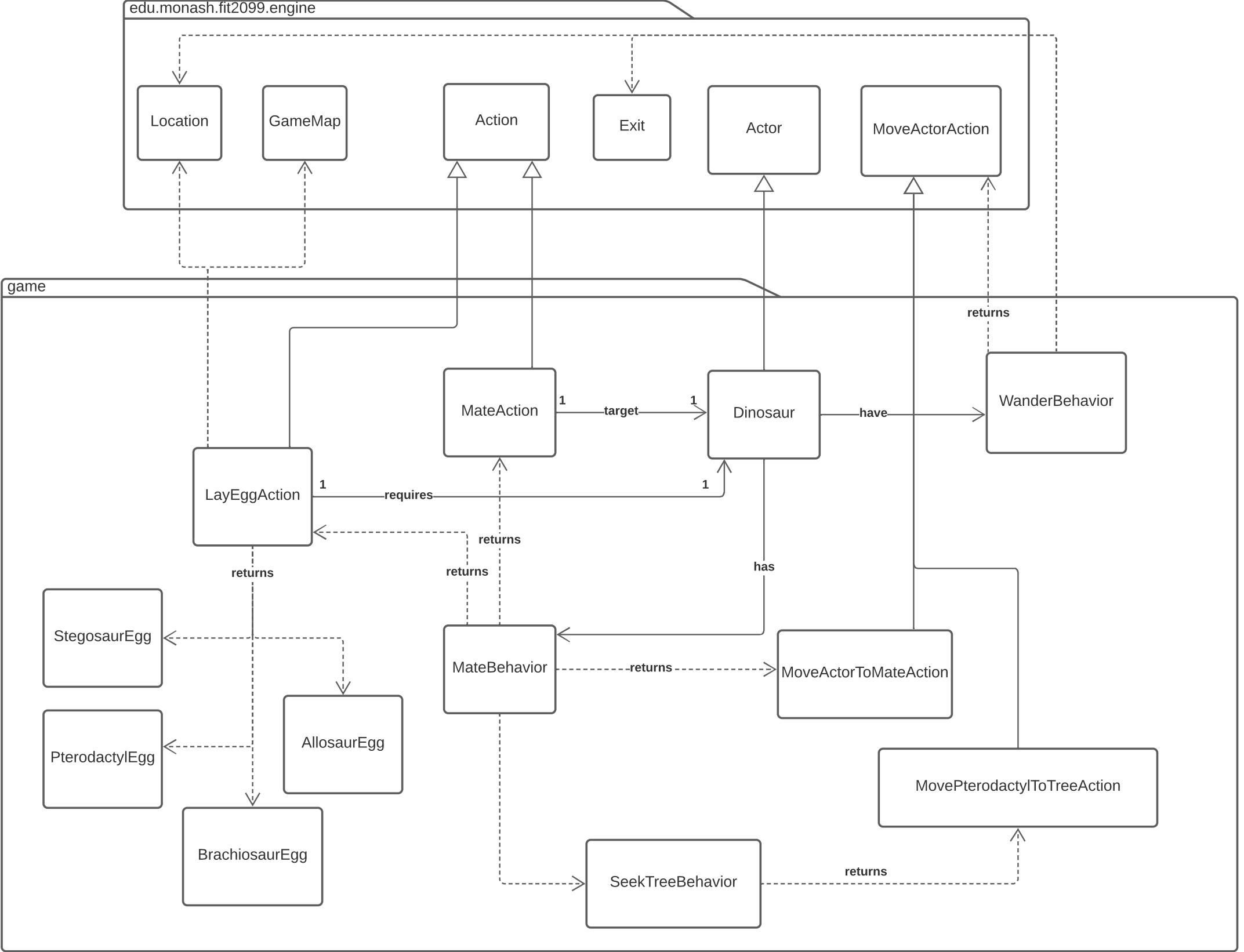




## Quit Game

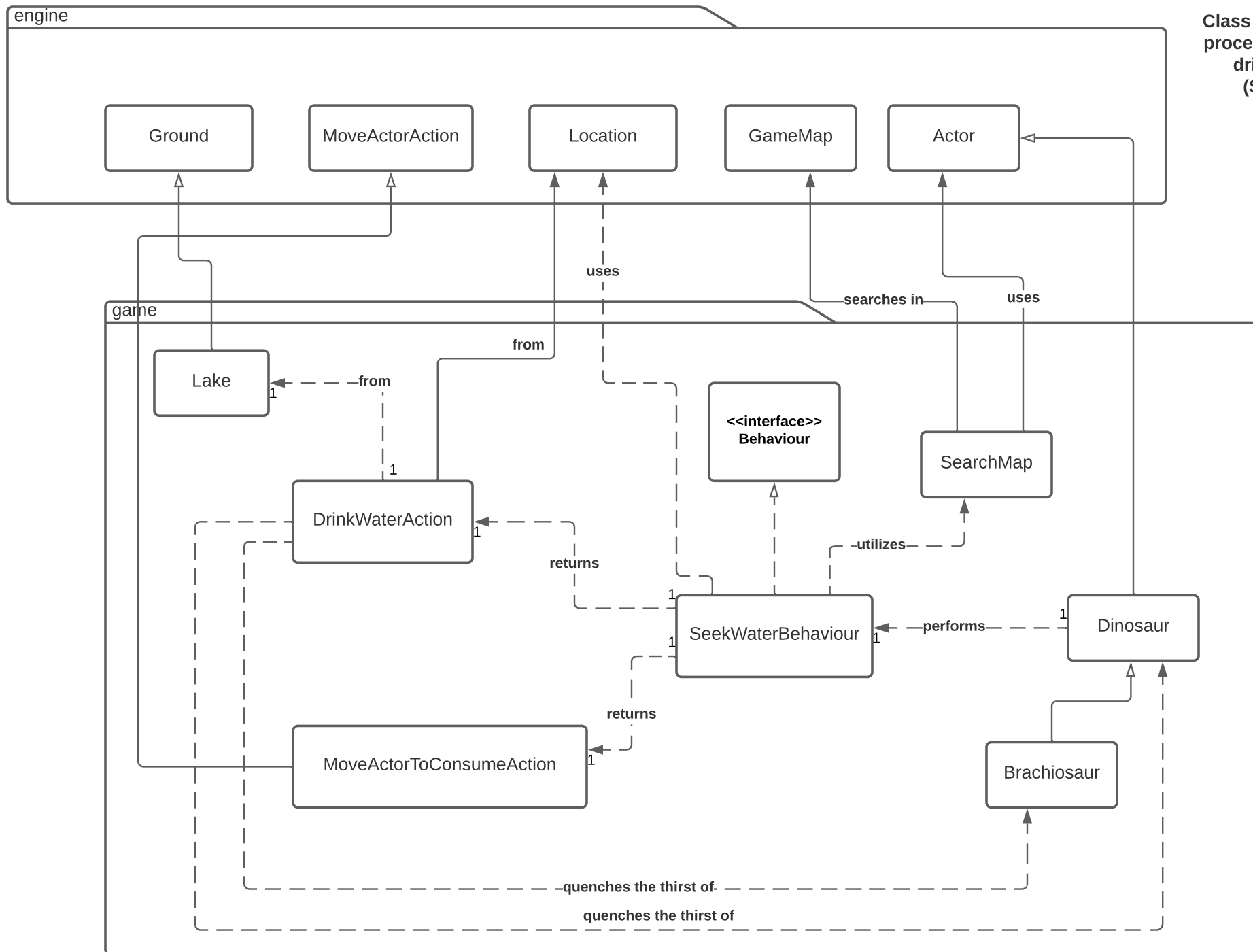


Mate Behavior

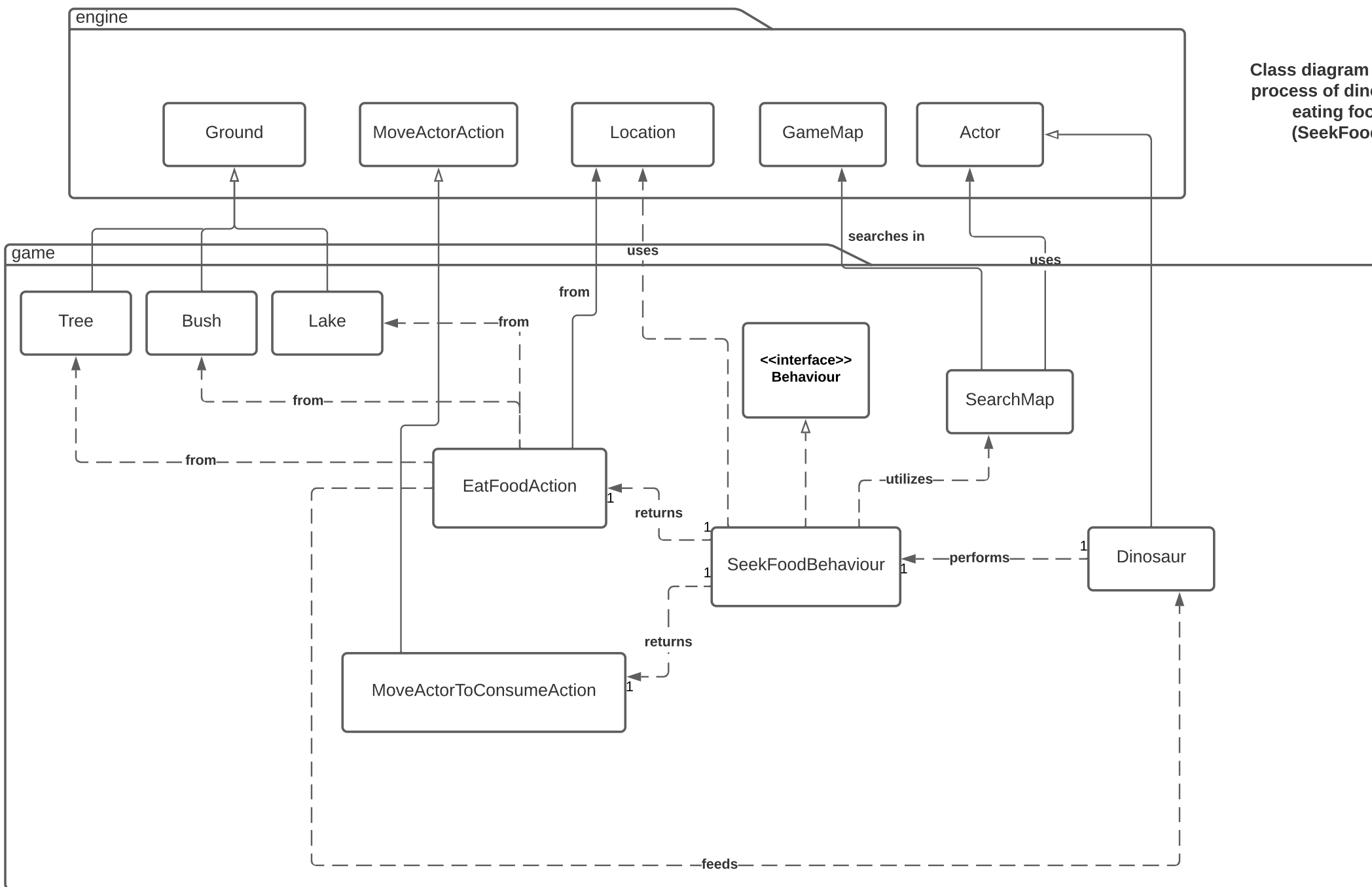




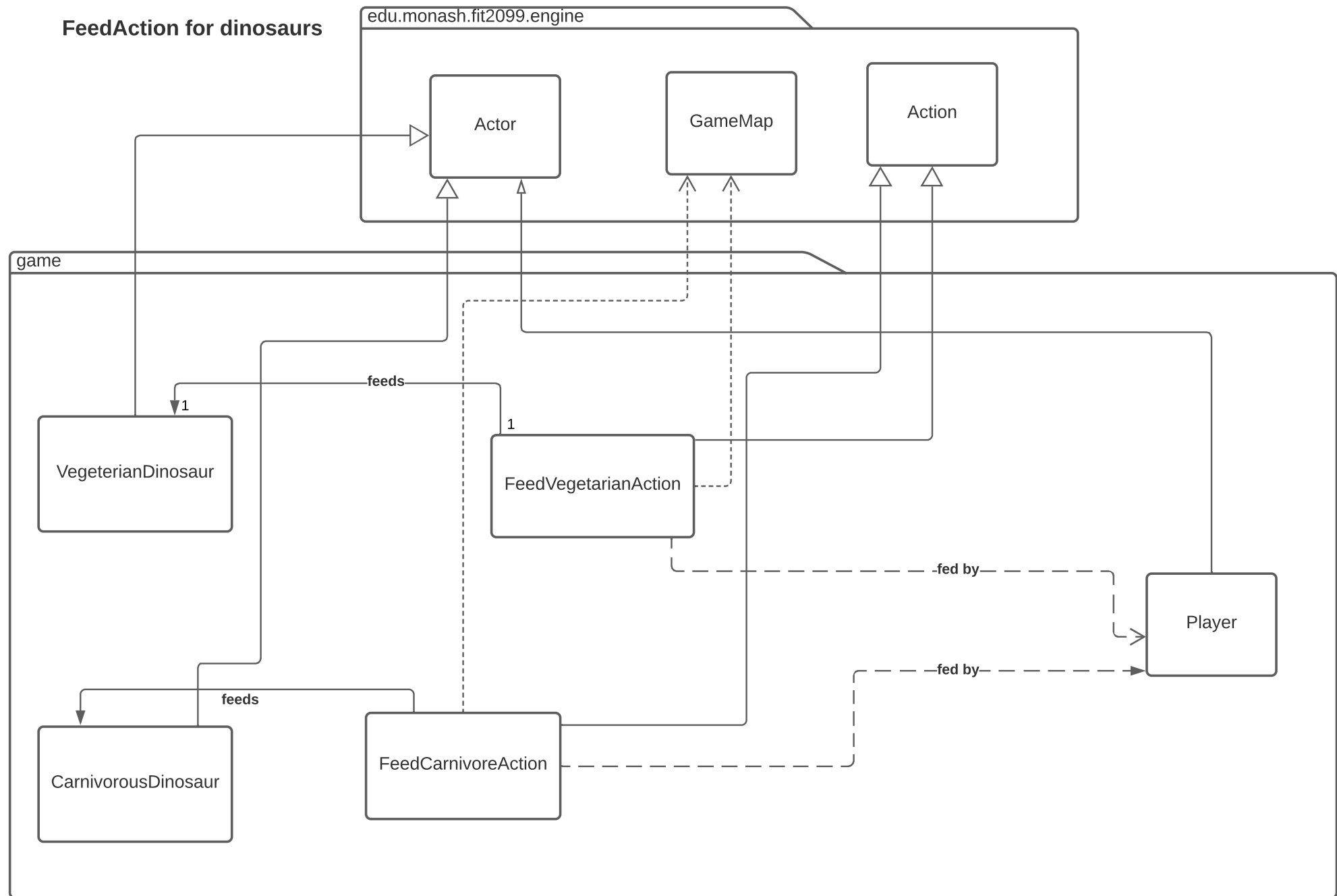
Class diagram for the process of dinosaurs drinking water (SeekWater)



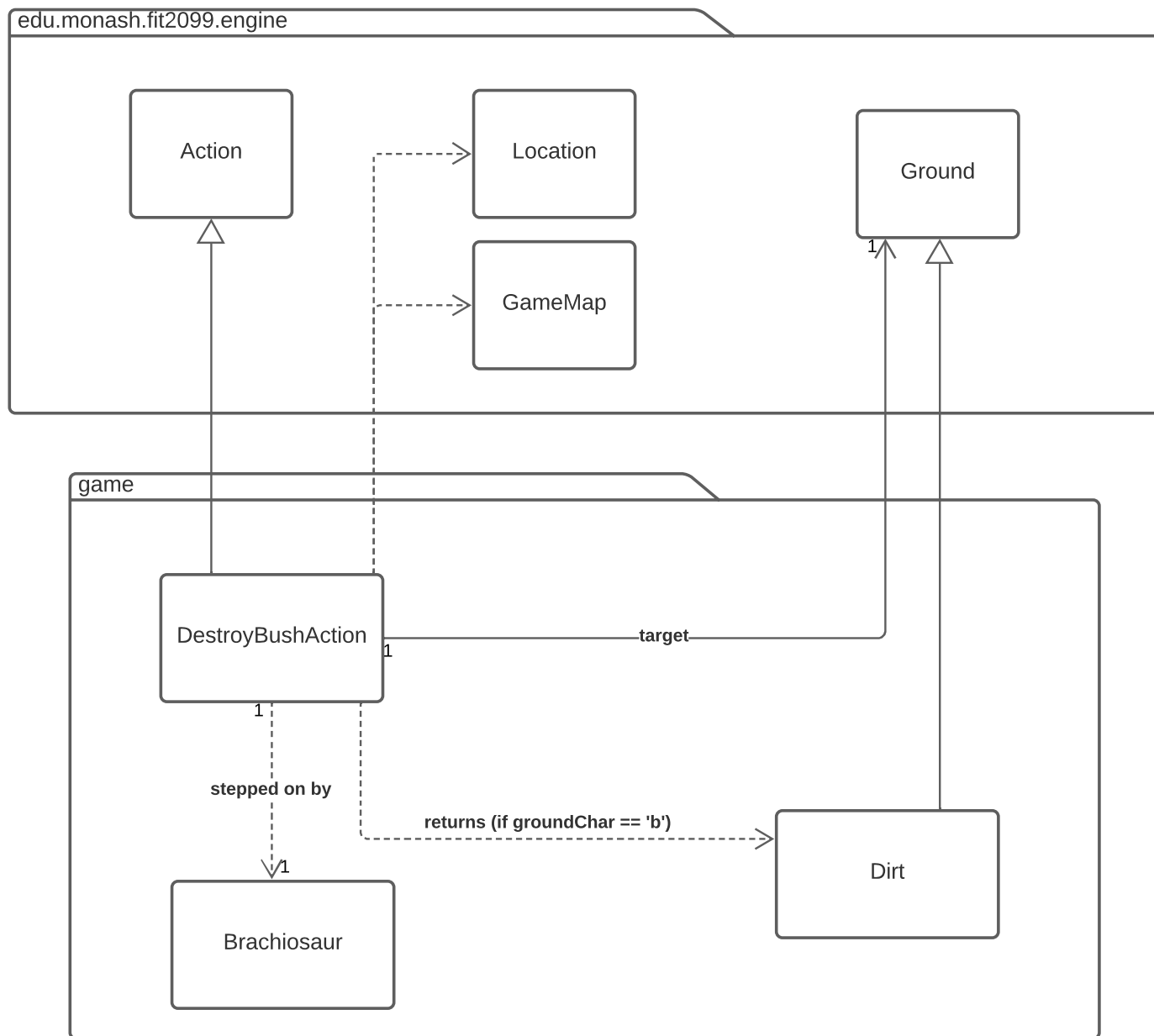
Class diagram for the process of dinosaurs eating food (SeekFood)



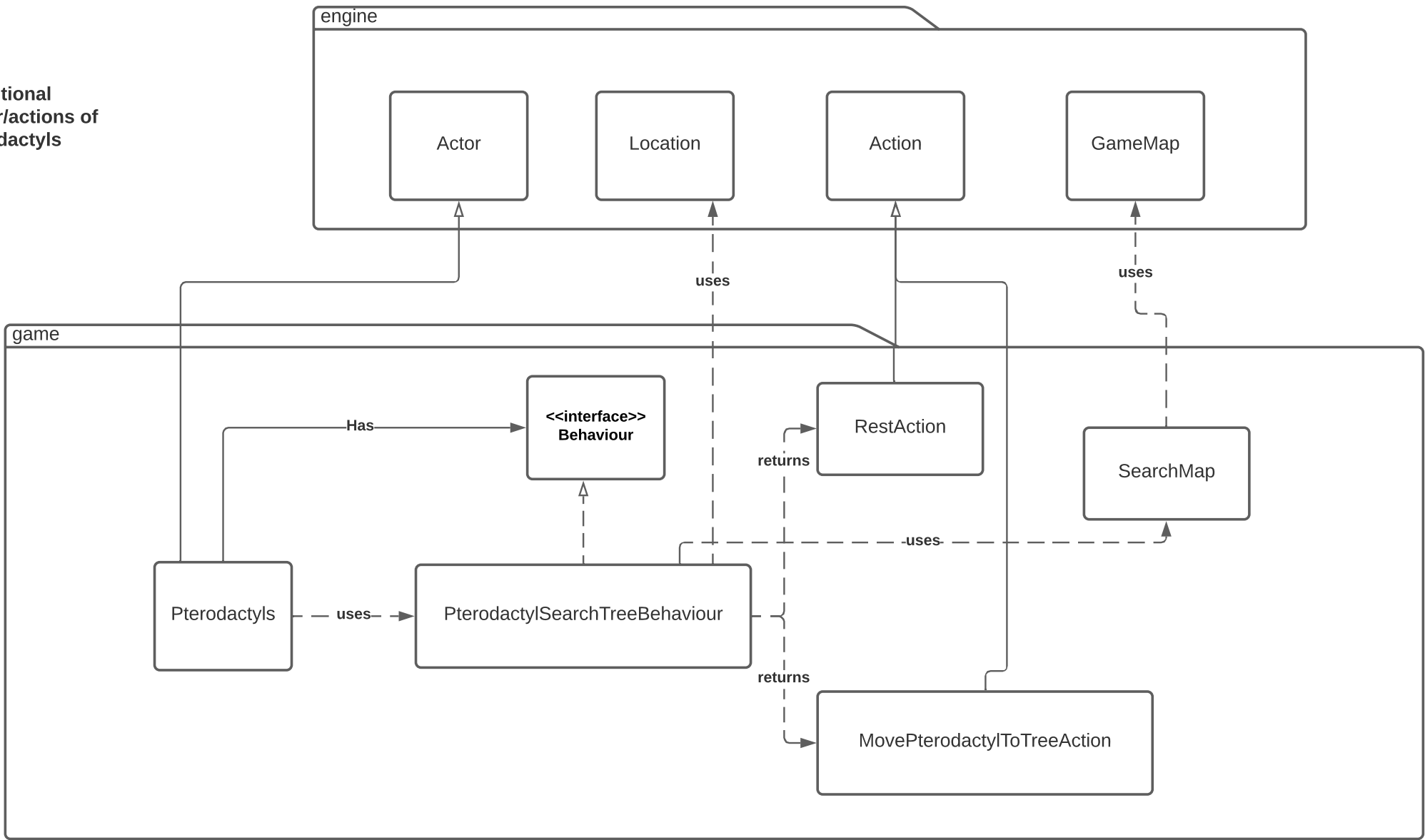
## FeedAction for dinosaurs



## DestroyBushAction

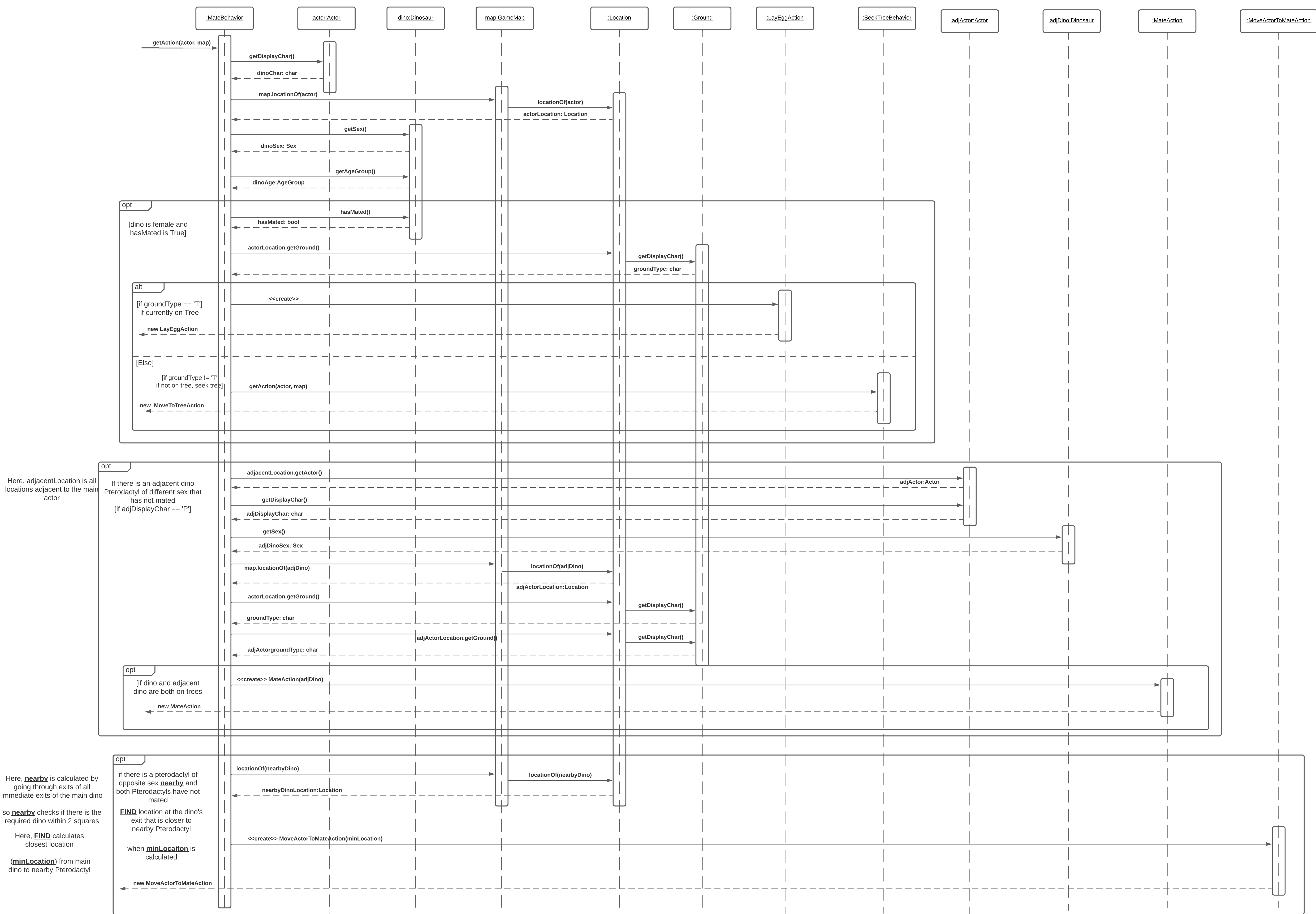


Additional  
behaviour/actions of  
pterodactyls



# Sequence diagrams

Mate Behavior for Pterodactyl (Abhishek)



Updated Sequence  
Diagram For  
FeedVegeterianAction  
from assignment 2

Note: vegetarianDinosaur is an instance variable of  
FeedVegeterianAction class

Note: This sequence diagram is for the action of feeding a vegetarian  
dinosaur , and it would be identical to feeding a carnivore dinosaur as  
well, except instead of searching the inventory for fruits and vegetarian  
mealkits, we can search for corpses, eggs and carnivore meal kits.

